CANDY LAND®

For 2 to 4 players

Something wonderful has happened in Candy Land! Very special friends now live in such favorite places as the Peanut Brittle House, the Gumdrop Mountains, the Molasses Swamp and other sweet spots.

Get ready to meet such exciting new pals as the rather muddle-headed Gramma Nutt, the warm-hearted Queen Frostine and even (shudder) the black-hearted Lord Licorice. Before you begin to play, you might want to read *The Legend Of The Lost Candy Castle* on the game platform. It's a once-upon-a-time story about all your new Candy Land friends.

To play the game, move your Gingerbread playing piece to gameboard spaces that match colors and pictures of "drawn" cards. Be the first player to move your Gingerbread Man to the Candy Castle at the end of the path and you'll win the game!

OBJECT

Be the first player to reach the Candy Castle.

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1 colorful gameboard
4 Gingerbread Men playing pieces
64 cards

HOW TO SET UP THE GAME

1. Open up the gameboard and place it on a flat surface.

2. Shuffle the cards well and place them face-down in a pile off the board within easy reach of all players.

3. Each player picks a Gingerbread Man playing piece to move and places it at START on the gameboard.

HOW TO PLAY THE GAME

1. The youngest player goes first. Play proceeds to the left.

2. On a turn, draw one card from the deck and then move your Gingerbread Man to the space on the board that the card directs. After you move your Gingerbread Man, your turn is over. Place the card in a discard pile. **Here's where the cards direct you to move:**

Cards with one color block—when you draw a card with one color block, move your playing piece ahead on the path to the *first* matching color space on the path.

Cards with two color blocks—when you draw a card with two color blocks, move your playing piece ahead on the path to the *second* matching color space on the path.

Picture cards—when you draw a card with pictures on it, move your playing piece forward or backward on the path to the PINK picture

space on the board that matches the PINK picture square on the "drawn" card. For example, if you draw a card with a SNOWFLAKE/ QUEEN FROSTINE, move your playing piece to the pink space on the board that pictures the snowflake.

3. **Some movement rules:**

A. Always move in the direction of the signposts, unless directed to move backward on the path by a picture card.

B. Two or more Gingerbread Men may be on the same space at the same time.

C. **Shortcuts:** there are 2 shortcuts on the path—the Rainbow Trail and the Gumdrop Pass. If your playing piece lands by exact count on the orange space below the Rainbow Trail or on the purple space below the Gumdrop Pass, you can take the shortcut immediately by moving your piece to the purple space above the Rainbow Trail or on the purple space above the Gumdrop Pass.

D. **Penalty spaces:** there are 3 penalty spaces on the path. When you land on any of these spaces by exact count, your playing piece is stuck there until you draw a certain color card *on your turn. IMPORTANT:* you only draw 1 card per turn. Here are the 3 spaces:

Gooey Gumdrops—if stuck here, you must remain on this space until you draw a card with 1 yellow block or 2 yellow blocks. When you do, advance to that yellow space on the board.

Lost in the Lollipop Woods—if stuck here, you must remain on this space until you draw a card with 1 blue block or 2 blue blocks. When you do, advance to that blue space on the board.

Stuck in the Molasses Swamp—if stuck here, you must remain on this space until you draw a card with 1 red block or 2 red blocks. When you do, advance to that red space on the board.

4. Play as above until a player reaches the *last* purple space near the Candy Castle or until a player draws a color card that directs him or her past the last purple space.

HOW TO WIN THE GAME

If you're the first person to reach the last purple space or move beyond the last purple space, you've reached the Candy Castle and won the game.

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